Software User Manual

Version 1.5

EN 141027 REV B

End User License Agreement (EULA)

**Do not use this product until the following license agreement is understood and accepted.
By using this product, or allowing anyone else to do so, you are accepting this agreement.**

UltraMini (henceforth 'the Product') is licensed to you as the end user. Please read this Agreement carefully. You cannot transfer ownership of these Sounds and Software they contain. You cannot re-sell or copy the Product.

LICENSE AND PROTECTION

1. License Grant
UVI grants to you, subject to the following terms and conditions, a non-exclusive, non-transferable right to use each authorized copy of the Product.

The product is the property of UVI and is licensed to you only for use as part of a musical performance, live or recorded. This license expressly forbids resale or other distribution of the sounds and software included in the Product or their derivatives, either as they exist on disc, reformatted for use in another digital sampler, or mixed, combined, filtered, resynthesized or otherwise edited, for use as sounds, multi-sounds, samples, multi-samples, wavetables, programs or patches in a sampler, microchip or any hardware or software sample playback device.

You cannot sell the Product content or give it away for use by others in their sampling or sample playback devices. In the event UVI terminates this agreement due to your breach, you agree to return the original and all other copies of the software and documentation to UVI.

UVI reserves all rights not expressly granted to herein.

2. Protection of Software
You agree to take all reasonable steps to protect the product and any accompanying documentation from unauthorized copying or use. You agree not to modify the product to circumvent any method or means adopted or implemented by UVI to protect against or discourage the unlicensed use of copying of the Product.

3. Ownership
As between you and UVI, ownership of, and title to, the enclosed digitally recorded sounds (including any copies) are held by UVI. Copies are provided to you only to enable you to exercise your rights under the license.

4. Term
This agreement is effective from the date you open this package, and will remain in full force until termination. This agreement will terminate if you break any of the terms or conditions of this agreement. Upon termination you agree to destroy and return to UVI all copies of this product and accompanying documentation.

5. Restrictions
Except as expressly authorized in this agreement, you may not rent, sell, lease, sub-license, distribute, transfer, copy, reproduce, display, modify or time share the enclosed product or documentation.

©2014 UVI, all rights reserved.
All trademarks are the property of their respective owners
Moog is not affiliated with UVI or any UVI products.

Table of Contents

Introduction 4

What's New 5

System Requirements 6

Installation

- Step 1: Register Your Serial Number 7
- Step 2: Activate Your License 8
- Step 3: Install Your Instrument 9
- Step 4: Load Your Instrument 10

Signal Flow and Functionality Overview 11

Classic and XL 12

User Interface

- Global and Oscillators 13
- Pitch, Color, Filters and Amps 14
- Stereo and Effects 15
- Phraser 16
- Arpeggiator 17
- Step Modulator 18
- LFO Modulator and Modwheel Controls 19
- Low-CPU Mode (UltraMini LE) 20

Preset List

- Preset List - Mono 21
- Preset List - Poly 22
- Preset List - Xtra 1.5 23

UVI Workstation: Tips and Tricks 24

Credits and Thanks 25

Introduction

The Beauty of Firsts

There's something evocative and mysterious about firsts. Normal people will recall their first pet, first crush or their first kiss. That's not us. For us, that warm ethereal feeling comes from our first analog synth. There's something timeless about it. Part of it is its place in history, being the first affordable and accessible analog synthesizer. Part of it is a sonic fingerprint that resonates through over 40 years of live and recorded music. Regardless of the criteria we can only summarize by saying this instrument has made a permanent impression on us, and we're not alone.

A Prolific Past

First made available to the public in 1971, this synth continued to be produced with very little change for over 10 years. Considered the most popular synth ever by some there's no doubt the instrument has led a prolific life, leaving a massive wake in its path; changing perceptions and influencing synthesizer design to this day. With a striking balance of simplicity and sonic range it was one of the first real novice-friendly systems, a factor that surely contributed to its success and also made it a superb tool for teaching the basics of subtractive synthesis.

There's No Quitting You

As firsts often do, this one taught us a great deal. It cultured in us a sensitivity to intuitive design and the importance of great sound regardless of form. In fact we've been speaking about it from a project perspective since we began. We knew that if we were going to do it, it would not only have to sound great but it would need to elicit that same balance of immediate simplicity and sonic reward - a deceptively complex task. As time progressed our vision crystallized; the design was ambitious but it was clear to all of us that this was a project we had to do.

Heart of a Hybrid Monster

One of our specialties is making hybrid instruments. With a hybrid instrument we get the best of both worlds. High fidelity sample-based waveforms produced by real circuits, in real machines give the instrument a pure sound from the start. Then accurately modeled filters and effects are used on the back-end to shape and control the sound, spending precious CPU cycles only where they're needed. For this approach to work you need to build an amazing library of sounds and marry them to a truly advanced DSP engine. This is exactly what we've done for UltraMINI thanks to hundreds of man hours of tedious multi-sampling and the award-winning UVI Engine™.

Two Analog Souls

We started with a beautifully restored 1971 model, sampling every waveform of every oscillator across every key - and we did this for multiple overdrive settings. UltraMini seeps with a thick and immediate analog sound produced with the same 3-oscillator configuration. But we didn't stop there. In 2002 the king of mono synths had a second coming; this version has its own wild character and we figured, what better way to make a Mini ultra than to give you two of them. Taking the new 2011 model, we performed the same comprehensive session creating an identical sample footprint.

Beyond Mini

Oscillators are only half the story—what about the filters? Don't worry, we've got you covered. We've included not one, but two of our aggressive analog-modeled Xpander filters in UltraMINI, giving you unprecedented control and a sound so sweet you'll swear it's analog.

Additional features include amplitude and filter key follow, unrestricted polyphony, mono retrigger, per-oscillator amplitude, stereo, color and drive control, a built in bit crusher, phaser, delay, limiter and our advanced algorithmic reverb—SparkVerb, built-in phraser and arpeggiator assignable per-oscillator, step and LFO modulations and a huge library of expertly crafted presets to explore.

UltraMINI has been designed to give you a rich, authentic sound and an immediate experience. An elegant GUI presents controls in an easy-to-understand layout, grouped for efficient and intuitive operation eliciting the feel of a real Minimoog.

Now lets get started!

What's New in v1.5

- 200+ New Factory Presets
- Computer-based Authorization (iLok dongle no longer required)
- Low-CPU Mode (UltraMini LE)

System Requirements

Compatibility

Audio Units, VST, MAS, AAX, RTAS or standalone
UVI Workstation 2.5.7 or higher

Minimum System Requirements

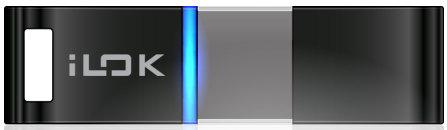
- Intel CPU
- 4 GB of RAM (8 GB+ recommended)
- 2 GB of disk space
- Mac OS X 10.7 or higher
- iLok account (free, dongle not required)

Compatibility

VST, AAX, RTAS or standalone
UVI Workstation 2.5.7 or higher

Minimum System Requirements

- Core Duo or faster
- 4 GB of RAM (8 GB+ recommended)
- 2 GB of disk space
- Windows 7 or higher
- iLok account (free, dongle not required)



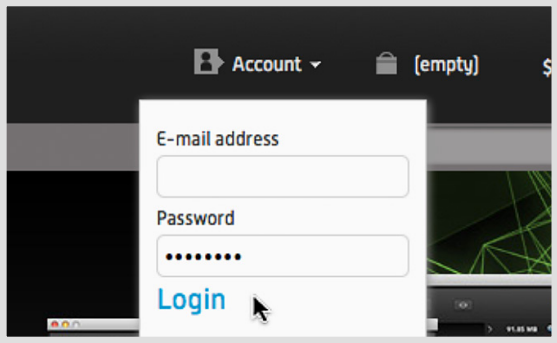
Authorize the Way You Want

Your license allows 3 concurrent authorizations on any combination of computers and iLok dongles.
License management is a simple drag-and-drop process done through iLok License Manager.
Visit ilok.com/ to download iLok License Manager and create your free account.

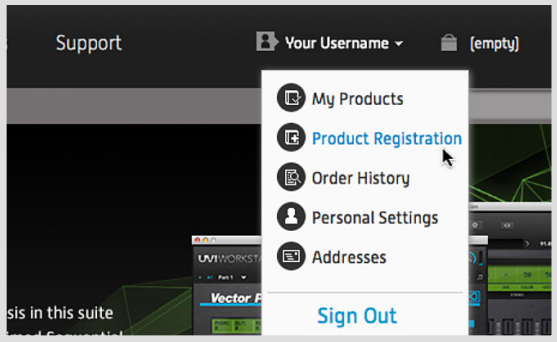
Step 1 Register Your Serial Number

- You must have an account on uvi.net/ and ilok.com/ prior to registration
- If you purchased a **physical version** of this product, your serial number is located on the inside of the box
- If you purchased an **electronic version** of this product, your serial number will be included in a confirmation email
- You can see a list of the products you've registered and their serial numbers anytime at uvi.net/my-products

1. Login to your account on uvi.net/

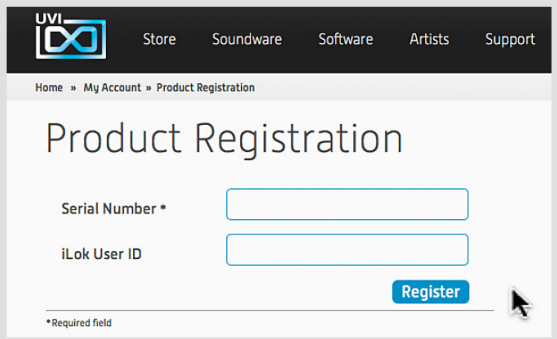


2. Navigate to the 'Product Registration' page



3. Enter your details and click 'Register'

   Upon completion a new license will be deposited in your iLok account

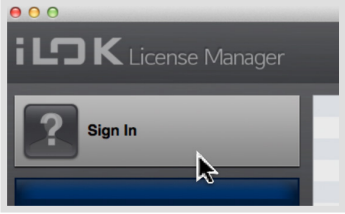


Step 2 Activate Your License

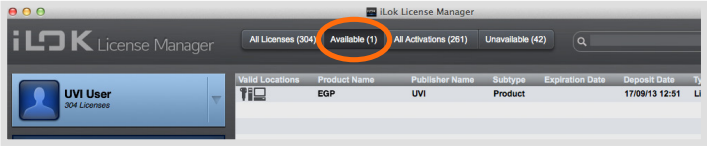
- iLok License Manager is required for activation, download the newest version at ilok.com/ilm.html
- Your license allows up to 3 concurrent activations on any combination of iLok dongles and computers
- Activations can be moved between devices at anytime

1. Launch iLok License Manager

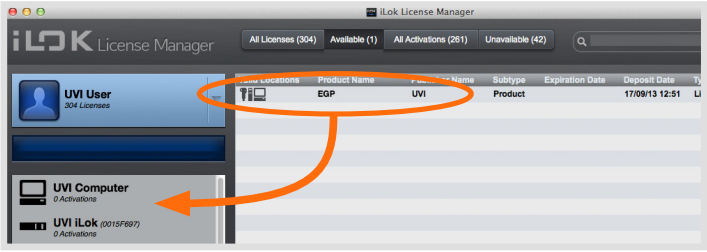
2. Login to your account



3. Click the 'Available' tab

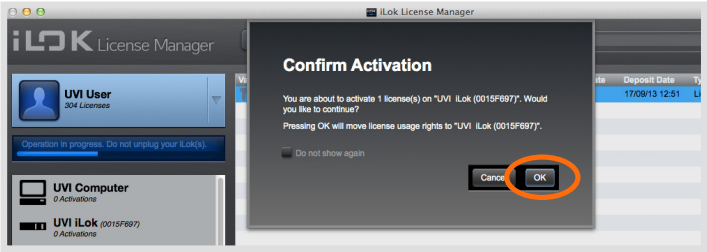


4. Drag the license to your computer or an iLok dongle



5. Click 'Ok' to confirm the activation

   The process is complete, your device is now authorized


iLok License Manager
License Manager
Confirm Activation
You are about to activate 1 license(s) on "UVI iLok (0015F697)". Would you like to continue?
Pressing OK will move license usage rights to "UVI iLok (0015F697)".
Do not show again
Cancel
OK
UVI User
304 Licenses
Operation in progress. Do not unplug your iLok(s).
UVI Computer
0 Activations
UVI iLok (0015F697)
0 Activations

» To see how many authorizations you have left simply select the license and click 'Show Details'

» To deactivate your license, right-click it and select 'Deactivate' — doing so will return your license to the 'Available' tab

Step 3 Install Your Instrument

- UVI Instruments can be stored anywhere on your system
- Storing your instruments on a fast drive will improve performance
- Your instruments can be downloaded at any time from uvi.net/my-products

1. Create a folder on your computer and place your UVI Instruments in it
   Once this is done we need to tell UVI Workstation where to find your instruments.
   We do this by creating a watch folder, follow the steps below to create your own:

2. Open UVI Workstation

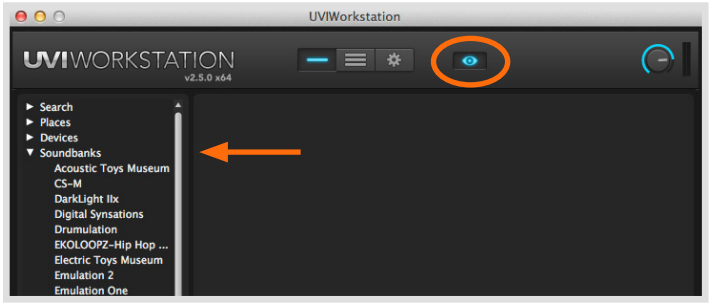
3. Click the Settings page

4. Click the 'Sound Banks' tab

5. Click the '...' button and select the folder where you've placed your instruments

6. Restart UVI Workstation and open the Browser

   Your instruments will be available under the 'Soundbanks' tab

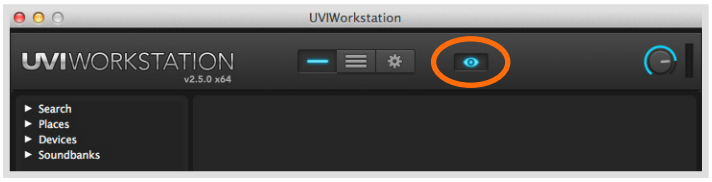


Step 4 Load Your Instrument

- UVI Workstation is required to run UVI Instruments
- The newest version of UVI Workstation can be downloaded free at uvi.net/downloads
- UVI Workstation can be run as a standalone program or as a virtual instrument from within your DAW of choice

1. Open UVI Workstation

2. Click the Browser icon



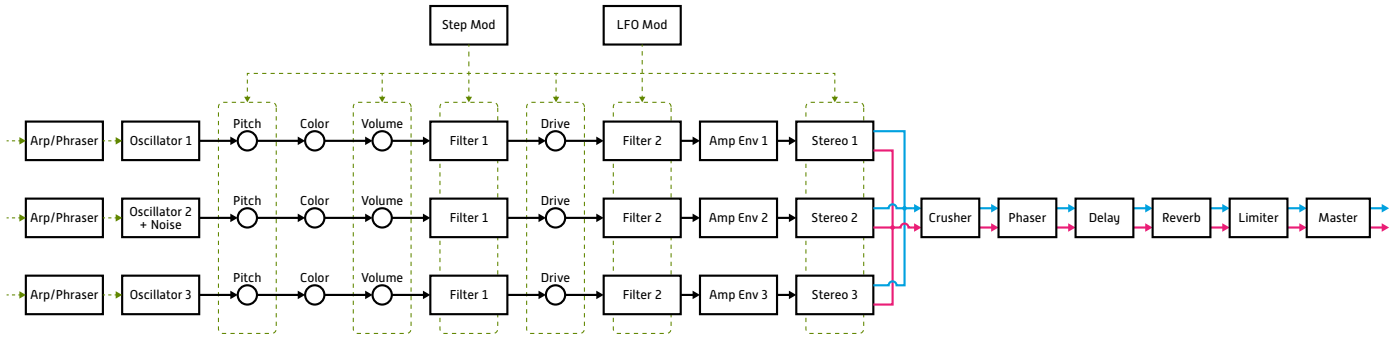
3. Open the Sound Banks tab

4. Select a product, in this example we'll choose Vector Pro, then select an instrument and patch

   Double-click the patch to load it

5. The UI appears and you're ready to jam!

Signal Flow and Functionality Overview



UltraMINI Signal Flow Diagram

Functionality Overview

UltraMINI is a 3+1 oscillator subtractive mono/poly switchable synthesizer built on the UVI Engine™ and a comprehensive library of sample data from 2 hardware Minimoogs (1971 & 2011).

Each oscillator includes an octave switch, 6 base waveforms and has independent amplitude, drive, color, pan and overdrive controls. Oscillators 2 and 3 have sweepable detune with a range of -7/+7 semitones. A noise oscillator offers pink or white tone. Its signal travels alongside oscillator two, feeding through its amplitude filter.

UltraMINI can run in mono portamento, mono portamento 2, mono retrigger or polyphonic modes. A global pitch control allows for glide effect with independent time and pitch depth settings.

3 amplitude filters provide standard ADSR envelope controls and can be edited individually or globally. A [NO VEL] switch overrides velocity data with a fixed 128 value. A [VEL > ATK] switch overrides the attack parameter with the incoming note velocity.

Xpander filters run in parallel offering low pass, band pass and high pass modes. Each filter is equipped with ADSR envelope controls as well as depth and velocity. Filters can be edited independently or globally and have independent bypass switches. Linear Key Follow is available for both Filter and Amplitude envelopes.

A unique stereo control is available per oscillator. By default you can pan each oscillator signal to any position in the stereo spectrum. An [ALT] control is available, which when engaged will invert the stereo position with every key press. With [ALT] engaged the [Spread] control is enabled and sets the distance from center (0 being center, 10 being fully panned).

A variety of sound shaping effects are available including the proprietary SparkVerb. Effects run in serial in the following order: bit crusher, phaser, delay, reverb, limiter.

An arpeggiator and a phraser are available, each containing independent bypass per oscillator. The arpeggiator and phaser are exclusive, meaning only one can be engaged at a time. Activating one will deactivate the other if it happens to be engaged. Both offer editable resolution, groove, gate and step length controls for a maximum of 16 steps. The phraser offers live pattern input for fast programming.

Step and LFO modulators offer per oscillator parameter modulation of volume, pan, pitch and drive as well as filter cutoff for both Xpanders. In legato mode the Step modulator gains independent delay, rise and smooth controls and the LFO modulator gains attack, decay and depth controls.

Patches can be saved as multis through UVI Workstation or as programs in MachFive3. Additionally if you're working in plug-in mode, patch settings will be automatically saved in your project via. your DAW.

Classic and XL

Old and New: A Brief Explanation

Within UltraMINI are two wholly separate instruments, the Classic and XL (pictured here). The Classic sports a natural wood and black metal faceplate while the XL is dressed in a clean white. Each instrument has the same control set; your experience operating one will translate directly to the other. The difference between them lies at the core.

UltraMINI is based on a quite massive sample footprint taken from 2 vintage synths—one from 1971 and the other from 2011. Extreme care was taken to ensure these sets were as near as possible to allow for a consistent and seamless experience. These sample sets serve as the fundamental difference between the two versions of UltraMINI; quite literally they are different instruments.

There are both subtle and distinct sonic differences between the two. To help illustrate this point we've made a generous preset bank available for both versions giving you a straight-forward way to AB a huge range of configurations if you're so inclined.

We hope very much that you enjoy exploring these two synths and that you find ways to apply their particular strengths in your work.

UltraMINI - Classic (1971)

UltraMINI - XL (2011)

Global and Oscillators

Global Controls

1 Master Volume
Set the master volume for the selected instance of UltraMINI (0-100)

2 Preset Navigator
Arrow buttons toggle through presets
Click preset name for a list view

3 Page Buttons
Navigate between the UI pages

Oscillator Controls

4 Range
Octave per-oscillator (-2/+2oct)

5 Waveform
Waveform per-oscillator

6 Detune
Detune per-oscillator (-7/+7 semitones)

7 Volume
Gain per-oscillator (0-100%)

8 Oscillator Bypass
Turn oscillators ON/OFF

9 Drive
Amount of Drive per-oscillator

10 Noise Bypass
Turn noise generator ON/OFF

11 Noise Volume
Noise gain (0-100%)

12 Noise Type
Choose Pink or White noise

13 Overload Switch
Select amount of overload per-oscillator (none/soft/medium/hard)

Pitch, Color, Filters and Amps

Polyphony

1 Mode Switch
Set global mode: (mono portamento, mono portamento 2, mono retrigger, polyphonic)

Pitch Controls

2 Glide

» **Depth**
Set glide pitch depth (-24/+24 semitones)

» **Time**
Set glide time (0/10)

Timbre Control

3 Color
Adjust timbre per-oscillator (-24/+24)

Filter Controls

4 Filter Bypass

5 Filter Switch
Edit filter parameters independently (1/2) or all at once (All)

6 Filter

» **Cutoff**
Set filter cutoff (20Hz/20kHz)

» **Resonance**
Set filter resonance (0-100%)

» **EG Depth**
Set filter depth (-1/+1)

» **Velocity**
Set filter velocity (0-100%)

» **Key Follow**
Set linear key follow (0-200%) (key position » resonance)

7 Filter Envelope
Attack/decay/sustain/release per filter

8 Mode
Set filter mode (LP/BP/HP)

Amplitude Controls

9 No Vel
Sets note velocity to a fixed value of 128

10 Vel > Atk
Overrides amp envelopes attack value with incoming note velocity

11 Key Follow
Set amp key follow amount (-1/+1) (key position » volume)

12 Amp Switch
Edit amp parameters independently (1/2/3) or all at once (All)

13 Amp Envelope
Attack/decay/sustain/release per-oscillator

Stereo and Effects

Stereo Controls

1 Pan

Set pan per-oscillator (L/C/R)

2 Alt

Engage Alt mode —inverts stereo position with each key press

3 Spread

Used in Alt mode—sets pan distance from center (0-100%)

Effects

4 Bit Crusher

» **Bypass Switch**
» **Bits**
Set bit depth (1-24bits)
» **Frequency**
Set sample rate (2-48kHz)
» **Drive**
Set drive amount (0-100%)

5 Phaser

» **Bypass Switch**
» **Sync**
Synchronize phaser to global tempo
» **Speed**
Set phaser rate (1/32 - 1/2)(0-10Hz)
» **Depth**
Set phaser depth (0-100%)
» **Feedback**
Set phaser feedback amount (0-100%)

6 Delay

» **Bypass Switch**
» **Mix**
Set mix of dry/wet signal (0-100%)
» **Time**
Set delay length (1/16tri - 1/2)
» **Feedback**
Set delay feedback amount (0-100%)
» **Cutoff**
Set cutoff amount (LP/Off/HP)
» **Spread**
Set spread amount (-100%/100%)

7 SparkVerb

» **Bypass Switch**
» **Mix**
Set mix of dry/wet signal (0-100%)
» **Size**
Set reverb size (4m/0.4s - 50m/5s)
» **Decay**
Set decay time (.5s/50s)
» **Lo Decay**
Set low decay multiplier (x0.1/x10)
» **Lo Crossover**
Set low crossover ƒ (10Hz/1kHz)
» **Hi Decay**
Set hi decay multiplier (x0.1/x10)
» **Hi Crossover**
Set hi crossover ƒ (12kHz/20kHz)

7 Limiter

» **Bypass Switch**
» **Mix**
Set limiter wet/dry mix (0-100%)

Phraser

Phraser Controls

1 Power
ON/OFF switch for the phraser—enabling the phraser while the arpeggiator is on will disengage the arpeggiator

2 OSC Bypass
Per-oscillator bypass switch

3 Step Length
Set the step length (1/32 - 1/2)

4 Groove Amount
Set the groove amount (0-100%)

5 Gate Amount
Set the gate amount (0-100%)

6 Record Note
» **Record**
Enables phraser record mode—use to quickly program pitch sequences
» **Skip Step**
Use in record mode to skip a step

7 Step Quantity
Set the number of steps to be played (1-16)

8 Step Volume
Set volume per-step

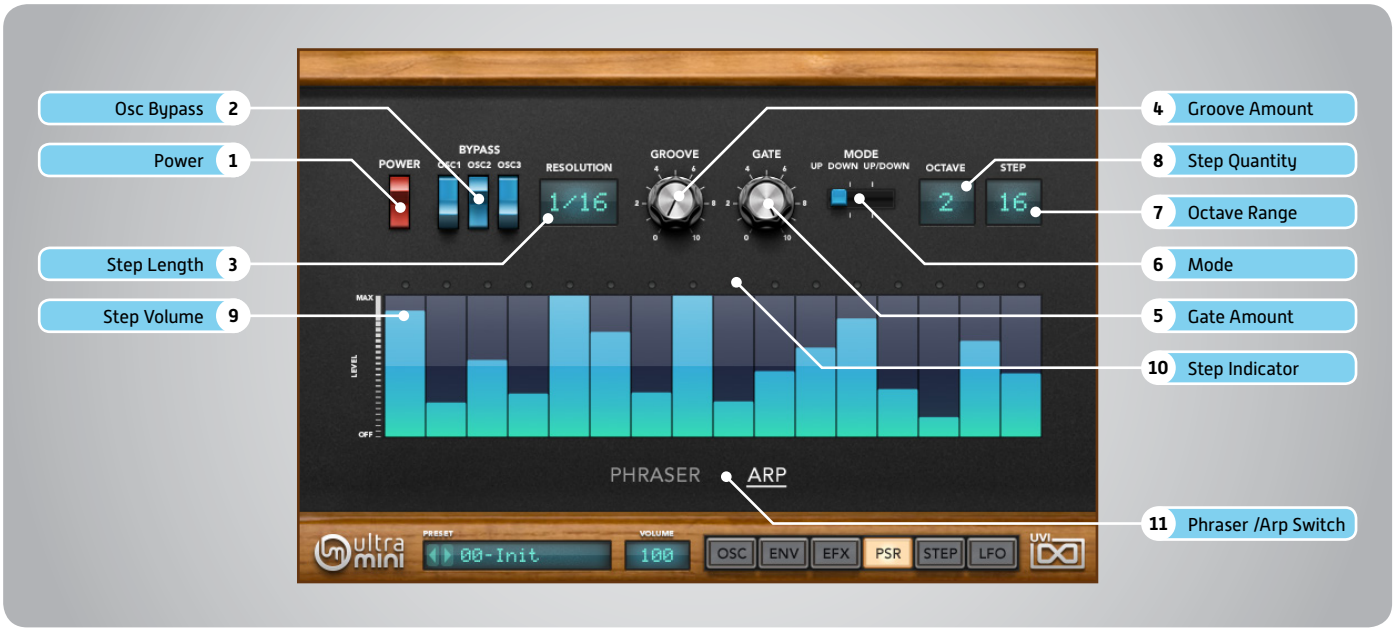
9 Step Pitch
Set pitch per-step (-48/+48 semitones)

10 Step Tie
Set tie per-step

11 Step Indicator
LED indicator displays current step

12 Phraser / Arp Switch
Switch between phraser and arpeggiator pages (does not change current mode)

Arpeggiator



Arpeggiator Controls

1 Power
ON/OFF switch for the arpeggiator—enabling the arpeggiator while the phraser is on will disengage the phraser

2 OSC Bypass
Per-oscillator bypass switch

3 Step Length
Set the step length (1/32 - 1/2)

4 Groove Amount
Set the groove amount (0-100%)

5 Gate Amount
Set the gate amount (0-100%)

6 Mode
Set the playback mode (Up/Down-Up/Down)

7 Octave Range
Set the octave range to be played (-6/+6oct)

8 Step Quantity
Set the number of steps to be played (1-16)

9 Step Volume
Set volume per-step

10 Step Indicator
LED indicator displays current step

11 Phraser / Arp Switch
Switch between phraser and arpeggiator pages (does not change current mode)

Step Modulator

Step Modulator Controls

1 Step Level
Set the parameter amount per-step (-1/+1)

2 Step Quantity
Set the number of steps to be played (1-16)

3 Step Length
Set the step length (1/32 - 1/2)

4 Mode
Set the playback mode (Retrigger/No Retrigger/Legato)

5 Legato Controls
Enabled if mode is set to [Legato]

» **Delay**
Set the delay amount (0-10 sec)

» **Rise**
Set the rise amount (0-10 sec)

» **Smooth**
Set the step interpolation (0-100%)

6 Filter 1
» Step modulator » filter 1 cutoff (-1/+1)
» Bypass

7 Filter 2
» Step modulator » filter 2 cutoff (-1/+1)
» Bypass

8 Volume
» Step modulator » volume (0-100%)
» Bypass per-oscillator

9 Pan
» Step modulator » pan (0-100%)
» Bypass per-oscillator

10 Pitch
» Step modulator » pitch (-1/+1)
» Bypass per-oscillator

11 Drive
» Step modulator » drive (0-100%)
» Bypass per-oscillator

LFO Modulator and Modwheel Controls

Step Modulator Controls

1 Waveshape
Set the LFO waveshape
(sine, triangle, square, s&h)

2 Speed
Set the LFO speed
(Sync: 4x - 1/32)(Free: .18Hz - 15Hz)

3 Sync
Sync the LFO to the global tempo

4 Mode
Set the playback mode
(Retrigger/No Retrigger/Legato)

5 Legato Controls
Enabled if mode is set to [Legato]
» **Attack**
Set the delay amount (0-10 sec)
» **Decay**
Set the rise amount (0-30 sec)

5 Legato Controls (cont.)
» **ED Depth**
Set the smooth amount (-1/+1)

6 Filter 1
» LFO » filter 1 cutoff (-1/+1)
» Bypass

7 Filter 2
» LFO » filter 2 cutoff (-1/+1)
» Bypass

8 Volume
» LFO » volume (0-100%)
» Bypass per-oscillator

9 Pitch
» LFO » pitch (-1/+1)
» Bypass per-oscillator

10 Pan
» LFO » pan (0-100%)
» Bypass per-oscillator

11 Drive
» LFO » drive (0-100%)
» Bypass per-oscillator

Step Modulator Controls

12 Filter
» Modwheel » filter 1+2 cutoff (-1/+1)
» Bypass

13 Vibrato
» Modwheel » vibrato amount (0-100%)
» Bypass

14 Tremolo
» Modwheel » tremolo amount (01-00%)
» Bypass

Low CPU Mode (UltraMini LE)

Filtering CPU Cycles

UltraMini's oscillators are powered by large multi-sampled libraries instead of realtime algorithms leaving the lions share of processing duty for two high quality multi-mode physically modeled filters. Under many circumstances, especially when running in poly mode, UltraMini can be quite resource hungry which is undesirable in larger sessions and on laptops.

In order to compensate for these environmental variables we've included a separate version of UltraMini with an optimized engine called UltraMini LE. The LE version functions near identically, with the only UI difference being in the filter section (see right-top). A significant amount of rework went into streamlining efficiency of the filter section, among others, allowing you to run more instances with less CPU overhead and for the most part very little difference in sound.

In order to get the best balance of sound quality to CPU efficiency the filters in UltraMini LE are single mode lowpass instead of switchable multi-mode. As lowpass is the most commonly used filter mode this should generally be a transparent change. However, in cases where presets have been designed with a bandpass or highpass filter mode the setting will be conformed to lowpass for UltraMini LE likely resulting in a noticeable sound change. Please make special note of this and pay close attention to the filter settings if moving between versions. Additionally UltraMini LE utilizes a streamlined subset of the main sample library to improve loading speeds.

You can find the LE version of UltraMini along with the other modules in the UltraMini.ufs file (see right-bottom).

If the LE version does not appear in your UltraMini.ufs please download the latest version of UltraMini from the UVI website (log in and click 'Downloads' under your user name).

Top: the filter section of UltraMini (standard)
Bottom: the filter section of UltraMini LE, with single-mode lowpass filters

UltraMini LE can be found with the other modules in the UltraMini library

Preset List - Mono

Mono Presets
(Classic and XL)

00 - Init

Arpeggios

ARP - 101 Clean Decay MK
ARP - 101 Clean Short MK
ARP - Axial Tracer
ARP - Bass Reflector MK
ARP - Circuit Symp One
ARP - Count Down
ARP - Crystalizer
ARP - Engine Starter
ARP - Inversions
ARP - Melancolie
ARP - Popped Stitch
ARP - Rail Jumper
ARP - Slow Elepants
ARP - Speak n Spell CS
ARP - Spiral
ARP - Tangerine One
ARP - Telephony
ARP - Three Storms
ARP - Vintage Pincer
ARP - Warm Panner
ARP - Z Banana Factory

Bass

BS - 3 Oct Sub Click MK
BS - 3 Oct Sus MK
BS - Argentum
BS - Bloom Tender
BS - Broken Bass
BS - Droid Crooner Wheel MK
BS - Drone Step
BS - Hard Gristle
BS - Hive Mind
BS - Hollow Sus MK
BS - I Am In Charge
BS - Light Hollow MK
BS - Mango Wheel
BS - Melodic MK
BS - Obee Boo
BS - Phassty
BS - Saw Tri MK
BS - Shinra Generator
BS - Short Bass CS
BS - Soft Funk MK
BS - This is D Mode
BS - Tracer Wheel
BS - Ultra Wet
BS - Very Low
BS - Video Game Sub
BS - Z Ball Dad

FX / Sound Design

FX - Broken Lead
FX - Daisy Grain
FX - Major Feeling
FX - Mini Arcade
FX - Minor Glitch
FX - OSC Kick CS
FX - Sonar Scan
FX - Steam CS
FX - Subsonic Devastator
FX - Sweep my Wheel
FX - Well Know One

Lead / Solo

LD - Big Short Lead
LD - Cliffs
LD - Cool Perfection CS
LD - Dark Choir
LD - Dragon Totem
LD - Endless Dawn
LD - Evolead
LD - Gryphic Solo
LD - HPF Lead CS
LD - Hybridation
LD - Lead Hollow MK
LD - Leading To Heaven
LD - Little Cake
LD - Love Me Funk
LD - Mini Saw Lead
LD - Multi Charger
LD - Nasty Tremowheel
LD - No Warning
LD - Phone Lead
LD - Raw Funk
LD - Robotik
LD - Smooth Solo
LD - So Funky
LD - Solo Axis
LD - Synth Hero
LD - Talking Fat
LD - The Last Whaal
LD - Turbo Charged

Monophonic Phraser

PHR - Bass Magnetic
PHR - DG Havana
PHR - Electric Pirate
PHR - Fine AL
PHR - Finish Him
PHR - Gullfire
PHR - Hell Fusion
PHR - I Am Moustachu
PHR - Lydian
PHR - Noisy Bass Line
PHR - One Again
PHR - Phrase Min7 MK
PHR - Phraser Crew
PHR - Rubber Bandit
PHR - Substructure
PHR - The Earth Quake
PHR - WheeLocomotion

Short Sequence

SEQ - Almost 8bit
SEQ - Cop Porn
SEQ - Little Mouse
SEQ - Short Soft
SEQ - VELectronica
SEQ - You Vee Hi

Preset List - Poly

Poly Presets
(Classic and XL)

00 - Init

Analog Strings

STR - Big Triple
STR - Chunky Strings
STR - Full Phase Strings MK
STR - Mellow Strings
STR - Pure Old Analog
STR - Slow JMJ
STR - Strings Plain MK
STR - Strings Slow MK

Bass

BS - Bass The Dog MK
BS - Comp Attack MK
BS - Fusion MK
BS - Jazz in the Box MK
BS - Warm Attack

Poly Synths

PL - Analog Bells
PL - Band Pass Stepper MK
PL - Brabrass
PL - Brass 7th MK
PL - Brass 12 db MK
PL - Brass Oct MK
PL - Chord BP Stab MK
PL - Cosmic Forces
PL - Dawn Ascension
PL - Four Midable
PL - Future PPG CS
PL - Gryphic Poly
PL - Old School Game
PL - Raise to 7th MK
PL - Relax
PL - Rendez Vous
PL - SanzAnalog
PL - Sequensations
PL - Simple Funky
PL - Soft Bright on Wheel
PL - Sun Titan

Arpeggios

ARP - Alternator
ARP - Jah Wheel
ARP - Man On Tropo
ARP - Nostalgia
ARP - Space Analog Piano
ARP - Space Dust MK
ARP - Sparkle Steps MK
ARP - Zodiac

Pads

PD - 2nd ENV Trigger MK
PD - 7th Random MK
PD - 70s Haunting MK
PD - Air Tin Teeter
PD - Arc Drops Move
PD - Baked Phalanges
PD - Bell and Dawn
PD - Dark Wheel Sweep
PD - Future Passed CS
PD - Lo Fox
PD - Male Choir MK
PD - Rocking Chair
PD - Silver Ramper
PD - Step eWHEELution
PD - Sweep Alien Zone
PD - Wheel Done
PD - Accumulator

Keyboards Sounds

KB - Analog Dub
KB - Cat Keys MK
KB - Church Analog
KB - Dream Analog Keys
KB - Lead Chords
KB - Medievaling
KB - Mini Wurli
KB - MKlavinet
KB - Organ Chapel MK
KB - Organ Dirty 5th MK
KB - Organ Perc MK
KB - Organ Soft 1 MK
KB - Organ Soft 2 MK
KB - Perc Keys MK
KB - Perfect Keys CS
KB - Pianolution
KB - Porta Sine
KB - Pure Beauty Keys
KB - Sine Keys MK
KB - Stellar Paradise
KB - Stepped Keys
KB - Synth Harpsychord
KB - Synth Keys
KB - The Lee Crew

FX / Sound Design

FX - Chrome Throat
FX - Crazy Melodic
FX - Destroy Strum
FX - Fire Mares
FX - Flutter
FX - Ghosted
FX - Inside UFOs
FX - Quino Polygon
FX - Soft Film Emitter
FX - Stack em High

Miscellaneous

MSC - Guitar Jazzy MK
MSC - Nate Bells
MSC - Space Marimba
MSC - Step Timelapse
MSC - The Voice and the Whistle
MSC - Three Bells
MSC - Twelve Mellow

Preset List - Xtra 1.5

New Presets
(Classic and XL)

00 - Init

Arpeggios

ARP-Abcess
ARP-Autolog
ARP-Bevel Key
ARP-Chaotic
ARP-Chiff Grit
ARP-Chopper
ARP-Circles
ARP-Flicksyn
ARP-LoBit
ARP-Lock In
ARP-Meat Bass
ARP-One
ARP-Perk Chords
ARP-Pulse Wah
ARP-Square Glue
ARP-Two

Bass

BS-Alive
BS-Antic
BS-Bodybass
BS-Dry Pass
BS-LoBit
BS-Mean Sus
BS-Portabit
BS-Raw Bass
BS-Triform
BS-Velocitize

Effects

FX-Chordmod
FX-Launch
FX-Mezmor

Keyboard Sounds

KB-Aggro Organ
KB-Bandit
KB-Cab Chord
KB-Ting Vibe

Lead/Solo

LD-Bit Skit
LD-Biting Slider 1
LD-Biting Slider 2
LD-Crunch Keys
LD-Diver Glide
LD-Energy Waver
LD-Finglide
LD-Fri Jam
LD-Glass Grinder
LD-Mean Rise
LD-Noisy Open
LD-Open Stack
LD-Rez AM
LD-Ring Rez
LD-Rogue
LD-Stained
LD-Vibrofade

Pads

PD-Dampen
PD-Softback
PD-Twist Phase

Phraser

PHR-Agent Red
PHR-Blue Chordline 1
PHR-Blue Chordline 2
PHR-Blue Chordline 3
PHR-Can Opener
PHR-Chord Mover
PHR-Creep
PHR-Crunchy Chip
PHR-Diver Glide
PHR-Diver
PHR-Drive Cycles
PHR-Drive Max
PHR-Fastlane
PHR-Fri Mod
PHR-Gut Slide
PHR-Insecticide
PHR-Jam Slider
PHR-Joom
PHR-Little Beasty
PHR-Lo Aircrisp
PHR-Power Chord
PHR-Push
PHR-Ringer
PHR-Scream Bubble
PHR-Slide Pass LP
PHR-Slide Pass
PHR-Sub Crispy
PHR-TriOctane
PHR-Ups Bass
PHR-Whalk
PHR-Whip Squared
PHR-Wob Fly

Poly Synths

PL-Attacko
PL-Band Chord
PL-Bevel Key
PL-Blue Pluck
PL-Chord Me
PL-Fast Ambi
PL-Melodon
PL-Red Chord

Short Sequence

SEQ-Alive Auto
SEQ-Attacko
SEQ-Bodybass
SEQ-Gate Hollow
SEQ-Invert
SEQ-Rez Fry
SEQ-Softbit
STR-Stringmach

UVI Workstation: Tips + Tricks

MIDI Learn

Most UVI Workstation parameters can be automated via. a convenient MIDI Learn. MIDI Learn allows you to bind a physical MIDI controller to specific parameters within UVI Workstation.

- Any FX tab parameter, Macro Knob or Slider in UVI instruments can use the MIDI Learn feature
- The MIDI controller type and the MIDI Channel assignment will be saved with the multi or with your song in the host sequencer
- Automation is assigned per-part

To use MIDI Learn:
1. Right-click the parameter in UVI Workstation that you want to automate
2. After the MIDI Learn dialog appears, Trigger the desired MIDI input controller (knob, fader etc.)

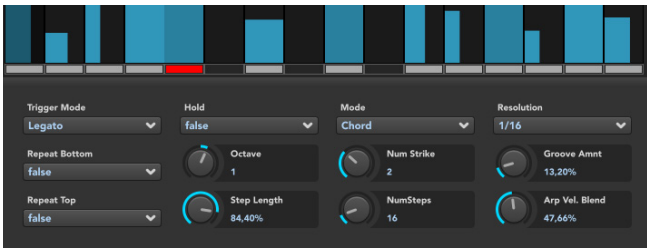
To remove a MIDI controller assignment:
Right-click the desired parameter and press “Delete”

Unlimited FX

UVI Workstation offers a wide variety of FX, or effect processors, to cover all your audio processing needs. The FX implementation is robust and includes the ability to insert unlimited FX slots in several stages of the signal flow.

- Click the “FX” tab to open the FX page on the Single view
- In Multi view the FX section is always displayed

Arpeggiator

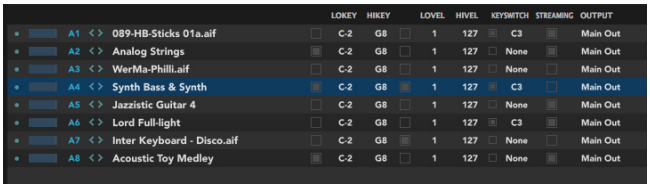


UVI Workstation comes equipped with a robust arpeggiator. To insert an arpeggiator in a part, you need to display the Single view in the UVI Workstation, then click on the note icon. The arpeggiator can be employed as a pattern gate, arpeggiator, or even an advanced rhythmic processor for your live MIDI performance or sequenced MIDI tracks. Arpeggiators can be inserted in an unlimited number of parts.

Preset Stacking

Thanks to the simplicity of the UVI Workstation you can stack as many preset as you want by simply assign multiple part on the same MIDI channel.

Split, Velocity & Key Switch



The Keyswitch settings allow you to load multiple presets into two or more parts and dynamically play and mute them from your MIDI controller using key switching, note range, velocity range or any combination of the three parameters. This powerful feature gives you a great deal of real-time control.

Scroll Wheel

All knobs can be adjusted with the scroll wheel on your mouse. When you double-click on any knob or slider, you can manually enter or type in the desired value.

Credits and Thanks

Produced by UVI

Recording / Editing / Sound Design
Damien Vallet
Kevin Guilhaumou
Alain J Etchart
Michael Kastrup
Nathaniel Reeves
Oliver Davis

Scripting & Software
Olivier Tristan
Remy Muller

GUI
Nathaniel Reeves

Special Thanks
Michael Kastrup
Manu @ master-wave.com

UVI.NET